THE CHALLENGE

FUTSAL.

EXPLAINED FOR SGOS/TEACHERS

THIS POKÉMON FUTSAL CHALLENGE HAS BEEN DEVELOPED WITH THE PURPOSE OF MAXIMISING THE SCHOOL GAMES VALUES AND IDENTIFYING INDIVIDUAL AND TEAM PROGRESS AS SUCCESS.

The challenge is for anyone regardless of ability, disability, impairment or health condition and can also be used as a virtual warm up ahead of the summer School Games futsal competition.

TIPS

- You can use this as an individual team challenge, progress it to an intra competition within school or even extend the challenge to inter between schools – the choice is yours!
- · On the resource cards you can access a video of each skill.
- There is an inter school progress card available should you wish to extend the challenge.
- We recommend you spread the challenge over a number of weeks to encourage development, why not try all 6 skills one week then attempt them again the following week, practicing in between.
- We have included a few suggestions of how the games can be adapted but please use your own creativity to suit the players' needs – consider STEP.
- Encourage young leaders to lead this challenge.
- Certificates will be available to download or SCOs can request a delivery of official certificates to distribute to their schools via this form Here.
- Once you have completed the challenge you could try it again, or progress it should you wish. Visit the Schools Hub on the Master the Ball site where you will find the advanced videos https://www.mastertheball.com/schools-hub/.

DON'T MISS YOUR CHANCE TO WIN A POKÉMON KIT BAG

- The first 100 SGOs to log challenge on School Games competition calendar
- The first 100 SGOs to promote challenge to teachers via social media using #POKEMONFUTSALCHALLENGE - once you have posted complete this <u>Kit Bag Claim Form</u> to let us know and we will send one out to the first 100 SGOs.
- The first 100 SCHOOLS to post about their event on social media using #POKEMONFUTSALCHALLENGE - once you have posted complete this Kit Bag Claim Form to let us know and we will send one out to the first 100 schools.
- All SGOs that have reported school and participant data on the School Games competition calendar following the challenge will be put in to a draw to win a kit bag (100 available).





*in order to qualify for the Pokémon kit bags you must have submitted your participant data in the competition calendar





DETERMINATION

Keep going no matter what. Determination is about the journey you go on to push yourself and achieve your dreams. Have the mental strength and the self-discipline to overcome obstacles, commit to your goals and keep working every day to become the very best you can be. Don't hold back!



HONESTY

Be honest with others and with yourself. Have the courage to do the right thing. Be truthful and promote fairness in every situation.



PASSION

Giving it 100%, putting your heart and soul into whatever you are doing and never giving up. Care about what you do and the people around you, and approach each opportunity with enthusiasm and positivity.



RESPECT

Treat others politely, and with understanding. Accept life's 'ups and downs' with grace. Show respect every day, in everything you do and do for everyone around you.



SELF-BELIEF

You've got to believe to achieve. Have the self-belief and confidence to succeed and reach your personal best.



TEAMWORK

Treat everyone equally, support each other and work together to have fun and achieve. Celebrate each others' success. Be a good friend and a positive team player in school, sport and life.





POKÉMON FUTSAL CHALLENGE



HOW TO PLAY

GET INTO TEAMS

Each team needs a minimum of four players.

HOW TO PLAY

This section will help you understand how to complete the skill.

ADAPT IT

Each player will have three attempts to complete the games. If players choose to adapt it, all three attempts must be completed with the same adaptions.

SET UP

This section provides a picture of how the game needs to be set up, including the distances.

TOP TIPS

Ideas to help you improve and get better.

WATCH THE VIDEO

This link will show you a video of the skill in action.

SHOOTING:

SCORBUNNY'S SHOOTING CHALLENGE

THIS GAME HELPS TO IMPROVE YOUR ABILITY TO SCORE GOALS

HOW TO PLAY:

- Start the timer when the player moves from the starting spot
- · All 4 shots must go in the goal to count
- If one or more shots is missed add a total of 10 seconds to your time (NOT 10 seconds for each missed shot)
- See how long it takes to score all four goals
- Stop the timer when the last ball leaves the pitch or enters the goal

ADAPT IT

- Use your hands to travel and score rather than your feet
- Reduce number or shots
- Us your own creativity

TOP TIPS

- The closer you are to the goal the easier it is to score
- Experiment with different parts of your feet to move the ball towards the goal

WATCH THE VIDEO HERE:

https://www.mastertheball.com/schools-hub

NOW IT'S YOUR TURN YOU HAVE 3 ATTEMPTS

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SETUP Start Goal Start Sta





REVIEW

After each game use the review tool. Decide which School Games Values you experienced. Discuss your choices with your team mates. What are the similarities and differences?

POKÉMON **FUTSAL** LENGE



HOW TO RECORD PROGRESS

YOUR TEAM

Add the names of all the players in your team here.

After each attempt record either your time or score against your name, under the skill completed.

Timed

(V) Scored

Tip – to get the best improvement you may wish to spread your attempts over a number of weeks, practicing in between

INDIVIDUAL

When you have completed all three attempts work out the difference between your highest and lowest time or score.

When all team members have finished, you can work out your overall team improvement, by adding all players improvement scores together.

COMPETE WITH OTHER TEAMS

You can use these scores to compete and compare with other teams, should you wish.







TEAM **PROGRESS** CARD



Imp

Shooting

	\bigcirc	Fitr	ness		Ø	Agi	ility		\bigcirc	
Name	1	2	3	Imp	1	2	3	Imp	1	
										ĺ
										ĺ
Team Total										

In these three skills you are trying to reduce your time.	Timed Team Total							
Shooting	Fitness Team Total	Agility Team Total	Shooting Team Total	Total Team Improvement				
Remember - if one or more shots is missed add a total								

Passing				② Defence				© Control				
	1	2	3	Imp	1	2	3	Imp	1	2	3	Imp
					9	cored Te	eam Tota	ıl				
	т	Passing eam Tot	al		Defence eam Tota		1	Control eam Tota	al		otal Tean proveme	

Team Total
In these three skills you are trying to increase your score.

of 10 seconds to your time. (NOT 10 seconds for each missed shot)

Name

SHOOTING:

SCORBUNNY'S SHOOTING CHALLENGE



THIS GAME HELPS TO IMPROVE YOUR ABILITY TO SCORE GOALS

HOW TO PLAY:

- Start the timer when the player moves from the starting spot
- All 4 shots must go in the goal to count
- If one or more shots is missed add a total of 10 seconds to your time (NOT 10 seconds for each missed shot)
- See how long it takes to score all four goals
- Stop the timer when the last ball leaves the pitch or enters the goal

ADAPT IT

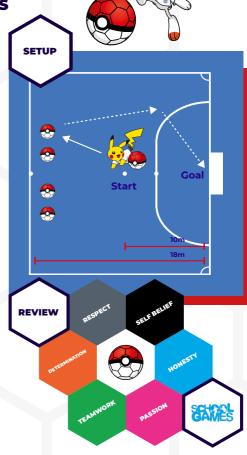
- Use your hands to travel and score rather than your feet
- · Reduce number of shots
- Use your own creativity

TOP TIPS

- The closer you are to the goal the easier it is to score
- Experiment with different parts of your feet to move the ball towards the goal

WATCH THE VIDEO HERE:

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Discuss with your team mates

NOW IT'S YOUR TURN YOU HAVE 3 ATTEMPTS





FITNESS:

SCORBUNNY'S FITNESS TEST



THIS GAME WILL HELP TO IMPROVE YOUR FITNESS

HOW TO PLAY:

- Start the timer on go!
- Starting behind the line, run to the first marker and return, repeat the runs and return to the second and third marker
- Complete the round in as fast a time as possible
- Stop the timer when the player crosses the finish line

ADAPT IT

- · Reduce the distances between each run
- Choose to walk instead of running
- Use your own creativity

TOP TIPS

- Focus on controlling your turns
- Accelerate running as fast as you can to the next point

SETUP 2 1 2 1 1 1 1 1 1 REVIEW RESPECT SELF BELIF ROBERT ROBERT

Which School Games value/s did you use? Discuss with your team mates

WATCH THE VIDEO HERE:

https://www.mastertheball.com/schools-hub/

NOW IT'S YOUR TURN YOU HAVE 3 ATTEMPTS





AGILITY:

PIKACHU'S AGILITY CHALLENGE

THIS GAME WILL IMPROVE YOUR AGILITY WITH THE BALL

HOW TO PLAY:

- Start the timer on go!
- With a ball at your feet run to marker I and turn left
- Run around marker 2 and make your way to marker 3
- Run around marker 3 and back to marker 1
- Run from marker 1 back to the start, and stop the time when the player gets there

ADAPT IT

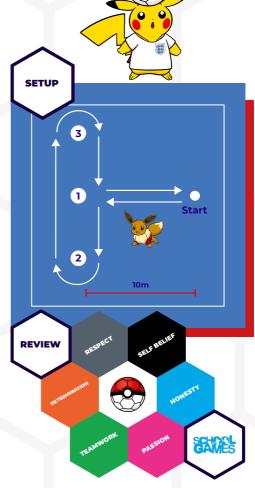
- Reduce the distance between the marker points
- · Choose to walk instead of run
- · Use your own creativity

TOP TIPS

- Adopt a lower body position as you approach the turn
- Look to accelerate away

WATCH THE VIDEO HERE:

https://www.mastertheball.com/schools-hub/



Which School Games value/s did you use? Discuss with your team mates

NOW IT'S YOUR TURN YOU HAVE 3 ATTEMPTS





CONTROL:

PIKACHU'S CONTROL DRILL

FUTSAL FUTSAL

THIS GAME IMPROVES YOUR ABILITY TO MOVE QUICKLY WHILST MAINTAINING BALL CONTROL



- Start the timer!
- Travel from the start to marker 1 and return to the start line, this counts as 1 complete lap
- Ensure the ball goes over the goal line each time
- How many laps can you complete in 30 seconds?

ADAPT IT

- Reduce the distance between the start line and marker 1
- Hold or bounce the ball instead of dribbling
- Use your own creativity

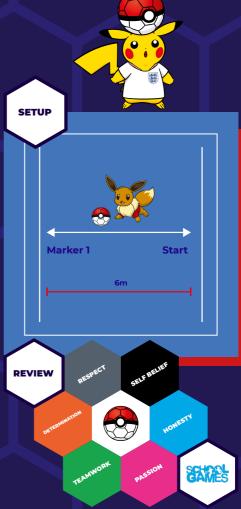
TOP TIPS

 Use the sole of your foot to pull the ball around the front of your body into your forward path where you can try to run with the ball towards the next marker.

WATCH THE VIDEO HERE:

https://www.mastertheball.com/schools-hub/

NOW IT'S YOUR TURN YOU HAVE 3 ATTEMPTS



Which School Games value/s did you use?
Discuss with your team mates





PASSING:

EEVEE'S PASSING DRILL

THIS GAME IMPROVES YOUR CONTROL ON THE BALL WHEN PASSING AT CLOSE RANGE

HOW TO PLAY:

- Working in a group of 3, one person starts the timer!
- The two remaining players face each other and pass a ball back and forth
- How many passes can be made in 30 seconds?

ADAPT IT

- Reduce the distance between the marker points
- · Roll the ball rather than kicking
- Use your own creativity

TOP TIPS

 Control the ball with the sole of your foot so it can be instantly returned with the second touch

SETUP 6m **REVIEW**

WATCH THE VIDEO HERE:

https://www.mastertheball.com/schools-hub/

NOW IT'S YOUR TURN YOU HAVE 3 ATTEMPTS



Discuss with your team mates



CONTROL:

GROOKEY'S DEFENDING DRILL





HOW TO PLAY:

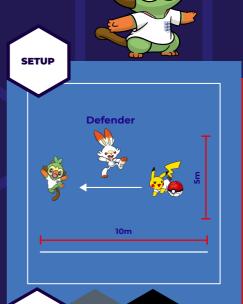
- Working in a group of 4, one person start the timer!
- Two of the remaining players face each other, with one defender in the middle
- The pairs pass the ball back and forth
- How many intercepts can the defender complete in 30 seconds?

ADAPT IT

- Reduce the space between the two passers
- Change the pass to a roll
- · Use your own creativity

TOP TIPS

 Adopt a half turn position whilst defending to allow you to see where the ball is coming from and going to



Which School Games value/s did you use?
Discuss with your team mates

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NOW IT'S YOUR TURN YOU HAVE 3 ATTEMPTS





REVIEW